

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2	("6467075").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:01
L2	2	("6470436").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:02
L3	2	("5920876").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:02
L4	2	("5907709").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:02
L5	2	("5842019").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:02
L6	2	("5835701").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:02
L7	2	("5689707").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:03

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L8	2	("5721917").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:03
L9	2	("5652899").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:03
L10	2	("5651136").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:03
L11	2	("5491808").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:04
L12	2	("5408650").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:04
L13	2	("0511384").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:04
L14	2	("5109336").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/10 08:04

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S1	3157	(717/124-135).ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/10 07:36
S2	2	("6658653").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/29 09:05
S3	3157	(717/124-135).ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:24
S4	3157	S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:24
S5	79	S3 and (heap same management)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:32
S6	7	S5 and (allocator\$1 same deallocator\$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:32
S7	248	S3 and (heap)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:33

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S9	275	S3 and (memory near3 allocation)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 13:34
S10	7	S9 and (allocator\$1 same deallocator\$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 14:07
S11	2	("5355469").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:15
S12	2	("5355469").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:27
S13	2	("7076511-").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:30
S14	2	("20040128463").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:35

## EAST Search History

S15	238	(relationship or association) same (allocate\$1 allocator or allocation) same (deallocator or deallocation or free\$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 14:36
S16	5	S15 and debug and (dynamic memory allocation)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 14:41
S17	2	("5355469").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:43
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S19	2	("0533808").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 14:51
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S21	2	("5408650").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/30 15:34

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S24	3157	S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/05/30 17:39
S25	2	("6023281").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/01 18:04
S26	607	(dynamic memory management)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/01 18:04
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S28	0	S26 and (error\$1 same limit\$1 same counter\$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/01 18:05

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S29	108	S27 and user\$1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/01 18:05
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S31	0	S27 and (user\$1 near3 limit\$1) and (debug\$1 or debugging)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/01 18:12
S32	2	("6467075").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/01 18:16
S33	2	("6658653").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 11:43
S34	2	("4511964").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 11:46
S35	2	("5920876").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 11:47

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S39	2	("5689707").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 11:53
S40	2	("5721917").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 14:45
S41	2	("5297066").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 15:02
S42	4	(transient state node)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2007/06/03 15:05



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S43	2	("6242866").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 15:11
S44	2	("5917331").PN.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/03 15:11



Terms used

**Resolution of dynamic memory allocation and pointers for the behavioral synthesis form C**

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## 1 [Resolution of dynamic memory allocation and pointers for the behavioral synthesis](#)



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Luc Séméria, Koichi Sato, Giovanni De Micheli

January 2000 **Proceedings of the conference on Design, automation and test in Europe DATE '00**

Publisher: ACM Press

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## 2 [Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments](#)


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Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: [full citation](#), [appendices and supplements](#),  
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The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

## 3 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

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The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this

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... **deallocator** ( pointer\_index = 1, resource = heap\_memory ), property (index = 1, type = requires, num\_dereference = 0, property\_name = "**memory allocation** ...  
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**Dynamic memory allocation** (DMA) has been an. important topic in computer systems for over ..... chunk to be passed down to the lower-level **dealloc**ator. ...

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I've been looking at D's approach to **memory allocation** and I have an ..... We use over-**allocation** technique to store the length, and given the **dealloc**ator. ...

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[An example of performing memory allocation with XDR](#)

To have XDR to do the **allocation**, this routine must be rewritten in the following way: ...

When called from svc\_freeargs, the **memory dealloc**ator is used. ...

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Hence, the demands of **dynamic memory allocation** are more complex in a ..... The deallocation routine is also more complex than the uC++ **dealloc**ator. ...

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With GC, an **allocation** might trigger a collection, so it might be slow. However, this isn't a valid argument against GC. NO **dynamic memory** scheme has any ...

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Additionally the **dynamic memory allocation** might be useful for other things as well ... tiny but fully functional chained-list type allocator / **dealloc**ator. ...

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**Dynamic Allocation** 101; **Memory** management tools. auto\_ptr; ref counting ... allocated **memory** otherwise you have **memory** leak. Matching allocator/**dealloc**ator ...

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### PJLIB Reference: Fast Memory Pool

Memory pools allow **dynamic memory allocation** comparable to malloc or the new in ...  
any **memory allocation** backend allocator/**dealloc**ator may be used. ...

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applications are getting **dynamic memory** intensive[9]. This. creates the need of high-performance **memory** allocator and. **dealloc**ator as a core extension. ...

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### [PDF] Dynamic Memory Management in Hardware

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According to those it is possible to perform **dynamic memory allocation** in ..... Figure 34 gives a flow chart of the software allocator and **dealloc**ator. ...

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### 13: Dynamic Object Creation

Of course, C has always provided the **dynamic memory allocation** functions ..... so there's no way to say, "Use my special **dealloc**ator for this object. ...

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### Memory management system and method for allocating and reusing ...

**Dynamic memory allocation** that enables efficient use of buffer pool **memory** .... a **dealloc**ator that deallocates each **memory** node in the **memory** block as the ...

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where **dynamic memory allocation** is done using the system malloc() ..... with a given allocator must be deallocated with the matching **dealloc**ator. This ...

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### Abstract by Meri Durian

Several popular heap-based **dynamic memory allocation** techniques were investigated and the package of **memory** management algorithms (with graphical interface) ...

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### Garbage Collection - D Programming Language - Digital Mars

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### MFC Programmer's SourceBook : Thinking in C++

The **memory allocation** system used by new and delete is designed for ..... so there's no way to say, "Use my special **dealloc**ator for this object. ...

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